

Fernando Resendez

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Skills

Languages: Fluent in Spanish[Native] & English.

Programming Languages: : C++, Python, Java, JavaScript, HTML/CSS, PostgreSQL, Node.JS, Go, C / CUDA C

Courses: Machine Learning, Data Structures & Algorithms, Embedded Systems, Discrete Mathematics, Software Development Process, Databases, Statistics, Differential Equations, Linear Algebra, Multivariable Calculus.

Frameworks: Django, React, Node.js, Unity ,, Google C++Unit Testing, Pytest

Libraries: JSON for Modern C++, GoogleTest

Projects

JSON Database

- User authentication to access corresponding collections of JSON files..
- Performance focused implementation of CRUD operations in C++ using RapidJSON library.
- Inclusive & exclusive search / filter algorithm.
- Embedded object path query

Role-Playing Farming Game (Chico)

- Worked with UCR's Gamespawn club in the making of Chico.
- Small-scale, Stardew Valley like farming simulator focused on crop management and NPC interactions.
- In-game item storage system for future in game economy.
- Implemented 2D sprite art & MP3's from our team's talented artists to create an aesthetically pleasing environment.
- Dialogue / Quest tree dependent on user & NPC interactions.

Manga Collectors Website

- User-friendly website allowing collectors to catalog their book and movie collections, including features for tracking owned items and identifying missing collection pieces.
- Enhanced item listings with options to mark books and movies as available for sale or trade, facilitating user interaction and exchange within the community.
- Created social networking features enabling users to share reviews, ratings, and recent reads/views on their profiles, similar to platforms like MyAnimeList.

Education

August - 2022 - April- 2024

University of California Riverside, Riverside CA – *B.S. Computer Science*